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ray tracing OR cast to traverse positions along

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Efficient ray tracing of volume data- ► [stevens.edu](#) (pdf)

M Levoy - ACM Transactions on graphics, 1990 - portal.acm.org

... CT) study of a human skull mounted in a Lucite head **cast**. ... Efficient Ray Tracing of Volume Data 255 ... a ray is proportional to the length of the ray clipped to ...

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Analysis of an algorithm for fast ray tracing using uniform space subdivision- ► [ucalgary.ca](#) (pdf)

JG Cleary, G Wyvill - The Visual Computer, 1988 - Springer

... which makes the cost of **traversing** empty voxels ... the analysis of a multiprocessor ray tracing al- gorithm ... identical squares, all such relative **positions** can be ...

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Improved computational methods for ray tracing

H Weghorst, G Hooper, DP Greenberg - ACM Transactions on Graphics (TOG), 1984 - portal.acm.org

... The final intensity is determined by **traversing** the tree ... an environment, given a viewer **position** and frustum ... As a preprocess before ray tracing, a z-buffer ...

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Fast ray-tracing of rectilinear volume data using distance transforms

M Sramek, A Kaufman - IEEE Transactions on Visualization and Computer Graphics, 2000 - ieeeexplore.ieee.org

... same number of unit cubic voxels **along** each axis ... in the data set, and represents the **position** in the ... SRAMEK AND KAUFMAN: FAST RAY-TRACING OF RECTILINEAR VOLUME ...

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Two-phase perspective ray casting for interactive volume navigation- ► [berkeley.edu](#) (pdf)

M Brady, K Jung, HT Nguyen, T Nguyen - Visualization'97., Proceedings, 1997 - ieeeexplore.ieee.org

... and blending calculations to construct ray cast segments ... taking a single difference **along** the ray and scaling ... the cache was "warmed" by **traversing** the data ...

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Boundary cell-based acceleration for volume ray casting

M Wan, S Bryson, A Kaufman - Computers & Graphics, 1998 - Elsevier

... obtain information on whether a ray cast from a ... procedure is accelerated by only **traversing** each viable ... Hanrahan, P., Fast **algorithms** for volume ray tracing. ...

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Multi-level ray tracing algorithm

A Reshetov, A Soupikov, J Hurley - Proceedings of ACM SIGGRAPH 2005, 2005 - portal.acm.org

... of the resulting image is to **cast** multiple rays ... focus from 'science' to 'computer graphics' to 'ray tracing'. ... we would have to **traverse** the entire ...

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QSplat: A multiresolution point rendering system for large meshes- ► [jhu.edu](#) (pdf)

S Rusinkiewicz, M Levoy - Proceedings of the 27th annual conference on Computer ..., 2000 - portal.acm.org

... reconstructions because normals need not be continuous **along** the surface ... **Traverse**
tree 22 ms 448 ms 30 ms 392 ms 27 ... Compute **position** and size 19 ms 126 ms 30 ms ...
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Data structures and the time complexity of **ray tracing**

ID Scherson, E Caspary - The Visual Computer, 1987 - Springer
... and to allow the vertices to **change position** in space in ... In **ray tracing**, a virtual
screen is placed between the ... ob- jects while others will **traverse** the world ...
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Fast stereo volume **rendering**- ► [psu.edu](#) (pdf)

T He, A Kaufman - Proceedings of the 7th conference on Visualization'96, 1996 - portal.acm.org
... a standard **rendering** scheme, such as **ray tracing** [11 ... casting **algorithms** used for
stereo **rendering cast** rays in ... have presented new volume **ray** casting techniques ...
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Key authors: [M Levoy](#) - [S Rusinkiewicz](#) - [A Kaufman](#) - [H Weghorst](#) - [I Wald](#)

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